DESIGNING INTERACTIVE WHITEBOARD USING WII REMOTE APLICATION WITH HIGH TOUCH DESIGN PROCESS APPROACH

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Abstract
In the context of teaching and learning activities in the classroom must have occurred in the communication between teachers with student participants, especially in the delivery of teaching materials. However, not necessarily the communication process can be run effectively, not monotonous and tedious, so the message conveyed by the teacher materials to participants of the students be well received. With regard to support teaching and learning in the classroom more innovative, which can reduce the boredom, then use a more interactive instructional media to facilitate interactions between faculty with student participants. One of the most effective medium of learning that is interactive whiteboard, a large touch screen panel that can function as an ordinary whiteboard or a computer projection screen that can control the images in the computer by touching the surface of the panel without using the mouse or keyboard. But because the price is very expensive to be implemented in schools or colleges, it is becoming difficult to realize. However since the emergence of a wii remote control device in a nintendo game, began to find a way to make interactive whiteboards are more expensive, although there are still some weaknesses, such as camera sensors are less
able to read the movements of infra-red pen as a mouse pointing device functions so that the performance of replacement equipment be reduced and reducing its effectiveness as a medium of learning within the classroom. From the results of this study showed that new products are developed is interactive whiteboard with wii remote applications that are permanently installed to facilitate the use and the initial setting. And from the testing the average user is satisfied with its use as a new learning media in the classroom.

*Keywords: Interactive whiteboard, wii remote, high touch, product design*